

*FIG. 1*

0	0	SID	DBS	FN	QPC	<sup>H</sup> <sub>S</sub>	Rsv	DBC
0	0	FMT			FDF			
1	0	RESERVED		MODE		STATE		

*FIG. 2*

VALUE	MEANING
C216	RECORD MODE
C316	PLAY MODE

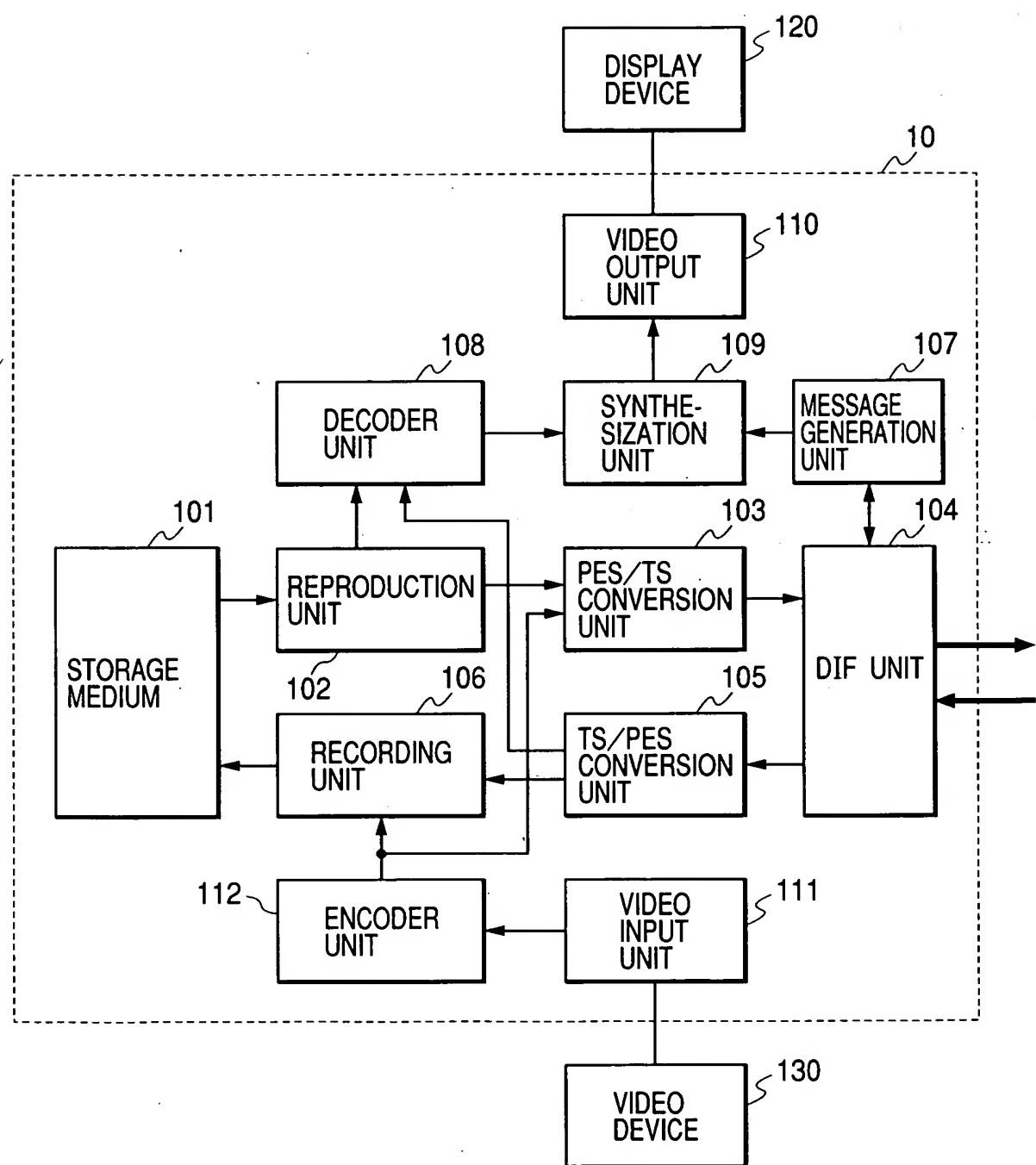
*FIG. 3*

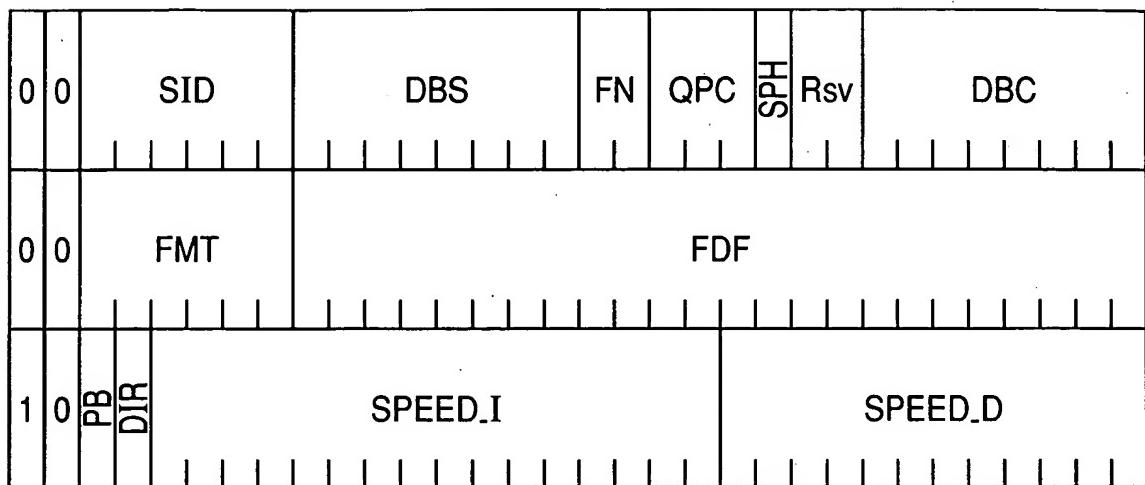
VALUE	STATE	MEANING
7516	RECORD	RECORD AT NORMAL SPEED
7D16	RECORD PAUSE	PAUSE IN RECORDING

**FIG. 4**

VALUE	STATE	MEANING
3116	SLOWEST FORWARD	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
3216	SLOW FORWARD 6	
3316	SLOW FORWARD 5	
3416	SLOW FORWARD 4	
3516	SLOW FORWARD 3	
3616	SLOW FORWARD 2	
3716	SLOW FORWARD 1	
3816	X1	PLAY AT NORMAL SPEED
3916	FAST FORWARD 1	PLAY AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
3A16	FAST FORWARD 2	
3B16	FAST FORWARD 3	
3C16	FAST FORWARD 4	
3D16	FAST FORWARD 5	
3E16	FAST FORWARD 6	
3F16	FASTESt FORWARD	
4116	SLOWEST REVERSE	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
4216	SLOW REVERSE 6	
4316	SLOW REVERSE 5	
4416	SLOW REVERSE 4	
4516	SLOW REVERSE 3	
4616	SLOW REVERSE 2	
4716	SLOW REVERSE 1	
4816	X1 REVERSE	PLAY AT NORMAL SPEED IN REVERSE
4916	FAST REVERSE 1	PLAY IN REVERSE AT A SPECIAL EFFECT SPEED DESCRIBED IN DETAIL BELOW
4A16	FAST REVERSE 2	
4B16	FAST REVERSE 3	
4C16	FAST REVERSE 4	
4D16	FAST REVERSE 5	
4E16	FAST REVERSE 6	
4F16	FASTESt REVERSE	
6516	REVERSE	PLAY AT NORMAL SPEED IN REVERSE
6D16	REVERSE PAUSE	PAUSE IN REVERSE PLAY
7516	FORWARD	PLAY AT NORMAL SPEED
7D16	FORWARD PAUSE	PAUSE IN PLAY

FIG. 5



***FIG. 6******FIG. 7***

VALUE	MEANING
0	PLAY
1	RECORD

***FIG. 8***

VALUE	MEANING
0	FORWARD
1	REVERSE

FIG. 9

